

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F - E B L CONVENTION CARD			
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		OPENING LEADS STYLE				CATEGORY: GREEN 2/1 GF			
First level 8-15 hcp, 5+ card suit; Second level 10-15 hcp, 5+ card Responses: new suit F1; cuebid any 11+ HCP; direct support 7-10 hcp; jump raise weak			Lead		In Partner's Suit	<div><div><div></div><div>PLAYERS: Bogdan Veličković Viktor Katzenberger</div></div><div><div></div><div></div><div></div></div></div>			
		Suit	4 th best		4 th best				
		NT	4 th best		4 th best				
		Other: MUD, Xxxx, Xx							
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY			
15-18 hcp balanced, with stopper in openers suit System on		Lead	Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE 2/1 GF, 5 card major, 4 th suit Forcing , NMF 1NT 15-17 Semi-forcing 1NT over 1♥/1♠, In 3 rd & 4 th - 2 way Drury Lebensohl after (w2) – x – (p), after they bid on our 1NT, and after reverse bids			
		Ace	AKx..,AKJ..,Ax..		AKx..,AKJ..,Ax..				
		King	Kx, KQxx..,KQJ..,KQ10x,		Kx,KQxx..,KQJ..,KQ10x,				
		Queen	Qx,QJxx..,QJ10..,QJ9..		Qx,QJxx..,QJ10..,QJ9..				
		Jack	Jx,J10xx,J109..,J108x.		Jx,,J109..,J108x.				
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	10x, ATxx, AQTx, KQTx, KJTx, AQJT, KTx		10x, ATxx, AQTx, KQTx, KJTx, AQJT, KTx				
Weak 6+ card suit. 2NT two lower suits of remaining three, at least 5-5 3♣ two higher suits of remaining three, at least 5-5		SIGNALS IN ORDER OF PRIORITY							
On 1 ♣ opening, 2♦ is majors, at least 4-4, while 3♣ is stopper ask									
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)							Partner's Lead	Declarer's Lead	Discarding
Cuebid: Highest and Lowest of the remaining suits, at least 5-5						1	Attitude, low card positive	Count, standard carding	Odd is Attitude, Even Lavinthal
One lvl jump cuebid: Stopper ask						Suit 2	Count, Nat		
		3	Switch			SPECIAL BIDS THAT MAY REQUIRE DEFENSE 1NT 15-17 hcp 2♣ Strong; GF 2♦ Weak 2 in a major 2♥ Ekren, both majors (4+ / 4+) 4-10 points 2♠ At least 5-5 in Spades + minor; 4-10 points			
VS. NT (vs. Strong/Weak; Reopening;PH)		1	Attitude, low card positive	Count, standard carding	Lavinthal				
Multy-Landy vs. all. DBL: 5+m, 4M On weak 1 NT, DBL is 13+ HCP		NT 2	count						
		3	Switch						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES							
Natural After dbl – Lebensohl Leaping Michaels		TAKEOUT DOUBLES (Style; Responses; Reopening)							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		opening values and at least 3 cards in other suits, or 16+ hcp Responses: lowest level 0-7 hcp, jump 8-10, cuebid 11+ hcp F, 1NT 8-10 hcp, pass penalty.							
DBL: Club and Higher suit (4+,4+), 1♦: Diamond and Major (4+,4+), 1♥ Majors (4+,4+), 1NT Minors (4+,4+)		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				SPECIAL FORCING PASS SEQUENCES			
After (1♣) – p – (1♦): DBL: Diamond and Major (4+,4+), 1♥ Hearts + Spades or Clubs (4+,4+), 1♠ Spades and Clubs (4+,4+), 1NT Minors (4+,4+)		Support dbl to 2 nd level and rdbl. Rdbl is sometimes (after on overcall dbl) 2 nd /3 rd top honor in partner's suit.				1 NT dbl- pass - pass – asking for RDBL			
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES			
Rdbl: 11+, new suit on first lvl 4+ cards, on second 5+ cards NF. All supports are still valid, 1NT 8-10 HCP									
						PSYCHICS: Rare			

OPENING	TICK IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEGATIV DBL	SYSTEM			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	(11)12-21 hcp, can have longer diamonds than clubs	1 st lvl 6+ hcp natural; 2♣ Inverted 5+♣, 10+ hcp; Other suits on 2 nd level weak, NF 3♣ weak, 3X Splinters; 1/2/3 NT standard.	If enemy overcalls with 1♦: DBL is 4+ ♥, 1♥ is 4+♣, 1♠ is 8+ HCP, denies a diamond stopper, 1NT is 8-11 HCP and promises a diamond stopper. Opener bidding 1♥ or 1♠ after partner promising 4 cards in that suit means EXACTLY 3 cards, while 2 in that major promises 3 cards. Same things apply with 1♥ overcall, except that DBL is 4+♣. On anything else, we bid natural. Inverted minors don't apply after enemies bid something. After fit, 4♦ is RKCB	
1♦		4	4♦	(11)12-21 hcp, always 5 cards unless 4441 with singleton club	Same as above, with less cards in diamonds needed for fit.	Same as above. After fit, 4♥ is RKCB.	
1♥		5	4♦	(10)11-21 hcp	1♠ 6+hcp forcing; 1NT semi-forcing 6-11 hcp; new suit on 2 nd level is GF; 2♥ 6-9 hcp 3(4) card support; 2♠ 9-11 HCP, 3 card support, unbalanced, 2NT Jacoby (4+ card support, GF), 3♣/3♦/3♥ Bergen Raises (4+ card supports, 6-8 HCP/9-11HCP/0-5HCP), 3♠/4♠/4♦ Splinters (9-11 HCP, 4+card support, shortness in bid suit), 3NT 13-15 HCP, 4333 or 4432 with 3 card support	After fit, we bid controls (first round first control, second round second). 4♠ is RKCB. In competitive bidding, all supports are valid if they are in jump. On passed hand we play Drury (2♣ is 9-11 HCP, 3 card support (can be 4 card with 9 HCP) 2♦ 5-8 HCP and 4+ card support, 2♠/3♠/3♦ mini-splinters (same as regular, but 5-8 HCP). 2NT is just maximum, with 4 card support	
1♠		5	4♦	(10)11-21 hcp	Same as above, except that 3♥ is the bid for 9-11 HCP, 3 card support, unbalanced.	Same as above, after fit 4NT RKCB.	
1NT		-	-	1NT 15-17 hcp balanced, Semi-balanced	Stayman, All Transfers (2♠ to clubs, 2NT to diamonds), 3♣ Spiral Scan start, 3♦ 5+/5+ in majors, INV+, 3♥/3♠ 5+/4+ in minors, with shortness in bid suit, GF.	Superaccepts, Smolen. On DBL, everything is in transfer, RDBL into clubs, clubs into diamonds. Pass is forcing, after RDBL we bid our 4 card suits in order. On Suit, we play Lebensohl. DBL is penalty.	
2♣	X	0 (F)	-	Strong, 22+ hcp or any GF hand	2♦ 0-7 hcp or waiting; Suit bid 5+ cards, 8+ hcp;	Natural	
2♦	X	0 (SF)	-	W2 in one major, 6(7) cards, 5-11 HCP	Major suit bids are P/C. 2NT Forcing, 3♣ Nat, NF	After 2NT: Bids in order: Strong Hearts, Strong Spades, Weak Hearts, Weak Spades	
2♥	X	4	-	Ekren, both majors 4+/4+. 4-11 HCP	Major bids and 3NT to play. 2NT Forcing. 3♣ Nat, NF, 3♦ same major lengths, invitational, 4♠/4♦ RKCB for that minor	After 2NT, 3♣ is weak (3♦ after asks for longer major), 3♦ is 5+/5+ any, 3♥/3♠ max with that major longer, 3NT 4/4 in majors. After any of these, 4♣ is GF in H, 4♦ GF in S, 4NT RKCB for both suits.	
2♠	X	5	-	5+♠/5+m, 5-11 HCP	2NT INV+, no spade support. 3♣ P/C minor suit. 3♦ Spade support, GF. 3♥ Spade support, INV.	After 2NT, 3♣/3♦ are weak hands with those suits, and 3♥/3♠ strong with them. After 3♦ Forcing in Spades, 3♥ is clubs, and 3♠ is diamonds.	
2NT		-	-	20-22 hcp balanced, semibalanced Possible 5 card major	3♣ Puppet Stayman; 3♦/3♥ transfers; 3♠ 5+/4+ in Minors; 3NT 5 card ♠ and 4 card ♥; 4♠/4♦ RKCB for it		
3♣/ ♦/♥ /♠		6	-	Preemptive	Natural		
3NT	X	7 (6) P/C	-	Gambling in any suit	4♣ P/C, 4♦ forcing.		
							HIGH LEVEL BIDDING
							RKCB 0314, Cuebids, Quantitative, Spiral Scan after RKCB.